

Simulations of accretion disks in pseudo-complex General Relativity

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After a brief résumé on pseudo-complex General Relativity (pc-GR), circular orbits and stable orbits in general are discussed, including predictions compared to observations. Using a modified version of a model for accretions disks, presented by Page and Thorne, we apply the raytracing technique, in order to simulate the appearance of an accretion disk as it appears in a detector. In pc-GR we predict a dark ring near a very massive, rapidly rotating object.

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